

# 'Any Day in the Navy' contest underway

*This year, All Hands will accept photos shot during the month of May*

By Navy Wire Service

Each year, the Navy solicits photos from around the world for the special 'Any Day in the Navy' issue of *All Hands* magazine. This year's photo shoot will run during the entire month of May, and all hands are encouraged to participate.

The photo shoot is designed to capture quality photos of Sailors, Marines, Department of the Navy civilian employees, Naval Reservists and their family members at work and at play. The best photos will highlight those daily tasks that contribute to mission accomplishment and quality of life, and which show the richness of life in today's Navy.

Photos should illustrate how Sailors and Marines "work, live and fight." Last year, *All Hands* received more than 1,300 outstanding photographs, and 80 of the best appeared in the October 2000 issue of the magazine. This year's photo shoot is being expanded and will run during the entire month of May to allow more time and flexibility, with the intent of receiving the broadest variety of photographs.

Selected images will be published in the October 2001 issue of *All Hands* magazine. Maximum participation is encouraged from the fleet, as some of the best images can only be captured by other than official photographers. Photos should reflect the diversity of both people and capabilities in the U.S. Navy and must be shot during the month of May 2001.

The best shots tend to be candid and unrehearsed, displaying the imagination and creativity of the photographer. Photos depicting quality of life, quality of service, retention and readiness themes will receive special consideration. Photos that contain safety or uniform regulation violations will not be used. To be considered, photos must be received at *All Hands* by June 15, 2001. Photos will not be returned.

Submit processed and mounted color slides or quality color prints, either 5x7 or 8x10 inches. Digital images will also be accepted with a minimum pixel size of 2000x1200 (approximately 5x7 at 300 dpi). Digital images can be submitted on a CD or 100 MB zip disk with cutlines and photo credits



Penny Press Staff / Photo by JO1(SW) David Rush

All Hands magazine needs your 'Any Day in the Navy' photos.

embedded (CDs and zip disks will not be returned). Digital images can also be sent as jpeg files to the Chief of Information's Navy Visual News Service at <navynewsphoto@hq.navy.mil>. The subject line for all such submissions should read: "Any Day submissions."

The following caption information is required: Photographer's name, rank and duty station (include mailing address and phone number). Photograph information should include where the photo was taken (ship name, hull number, city, state, country, etc.), a description of what is happening in the photo, and information about the persons pictured, including first and last names, ranks/rates, warfare designations and hometowns. Captions must be attached individually to each photo or slide.

Submissions should be mailed to: "All Hands" magazine — Attn: Photo Editor, Naval Media Center, 2713 Mitscher Rd. SW, Anacostia Annex, DC, 20373-5819. Be sure to mark all packages: "Any Day submissions."

Questions regarding the Any Day in the Navy photo shoot should be directed to the *All Hands* managing editor, JOCS(AW) Dave Desilets. Send e-mail to mailto: <desilets@mediacen.navy.mil> or call DSN 288-2637, or (202) 433-2637.

## Games: What's the new 'big thing' in computer games

(Continued from pg. 2)

in his own room. The rooms will be your safe places to store things and once you have too much money, you can even buy or design a house. If a player dies all of his insured property gets returned, and he won't lose his characteristics either if he remembered to store them in a tis-

sue bank. All this will be quite expensive, so you'll be able to save games only if you can afford it," stated ActionTrip.

Since this game has not been released, there have been no scores to go along with these reviews, yet I believe this will be one of the hottest games to come out this June. The system requirements for this game are as follows. A

Pentium 200 MMX, 32MB RAM, and a Direct X compatible 3D Accelerator card.

Some other games you might want to look in to are Unreal Tournament, Planescape: Torment, Worms Armageddon, High Heat Baseball 2000, Age of Empires II: The Age of Kings, System Shock 2, Thief II: The Metal Age, and Star Trek: Starfleet Command.